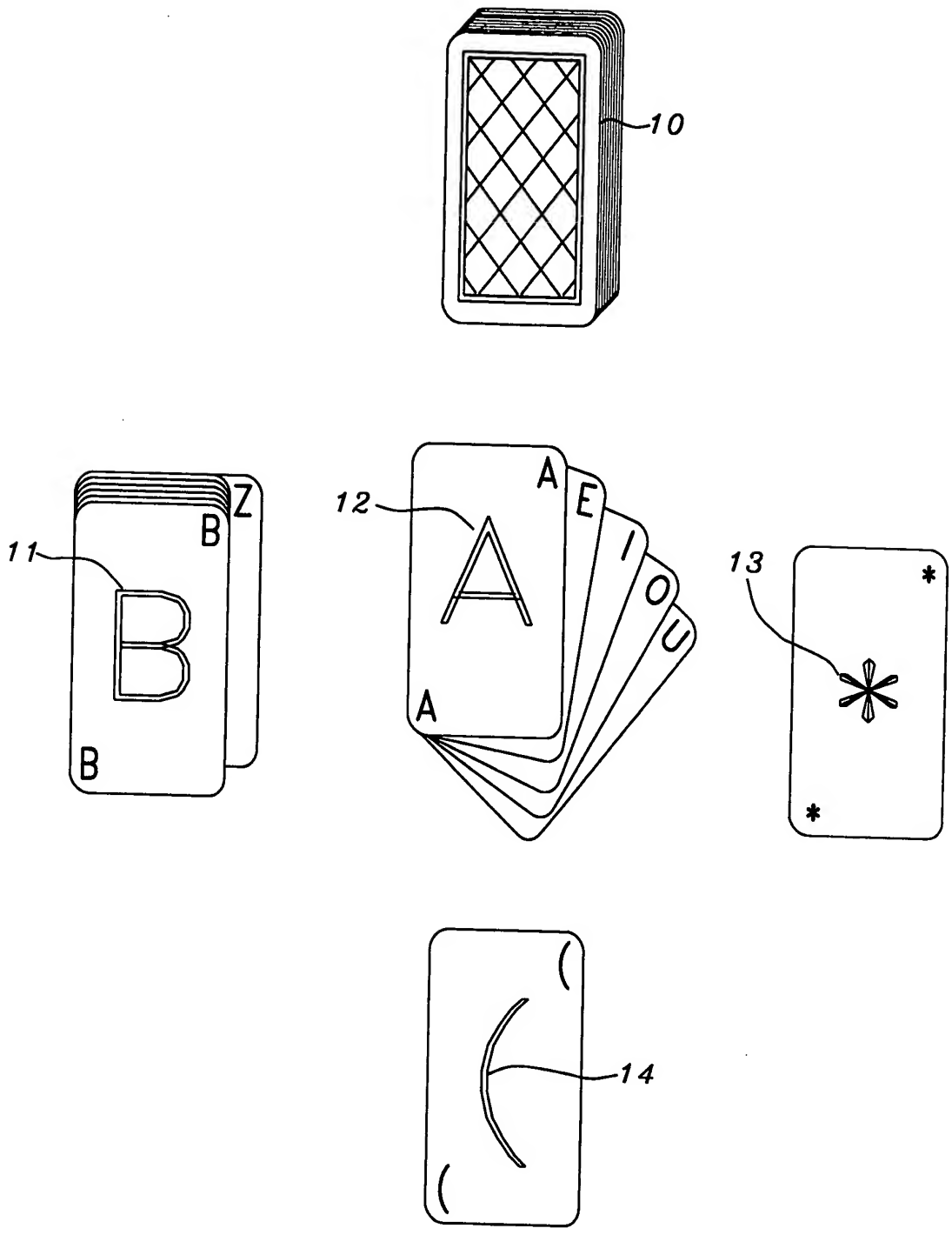

FIG. 1

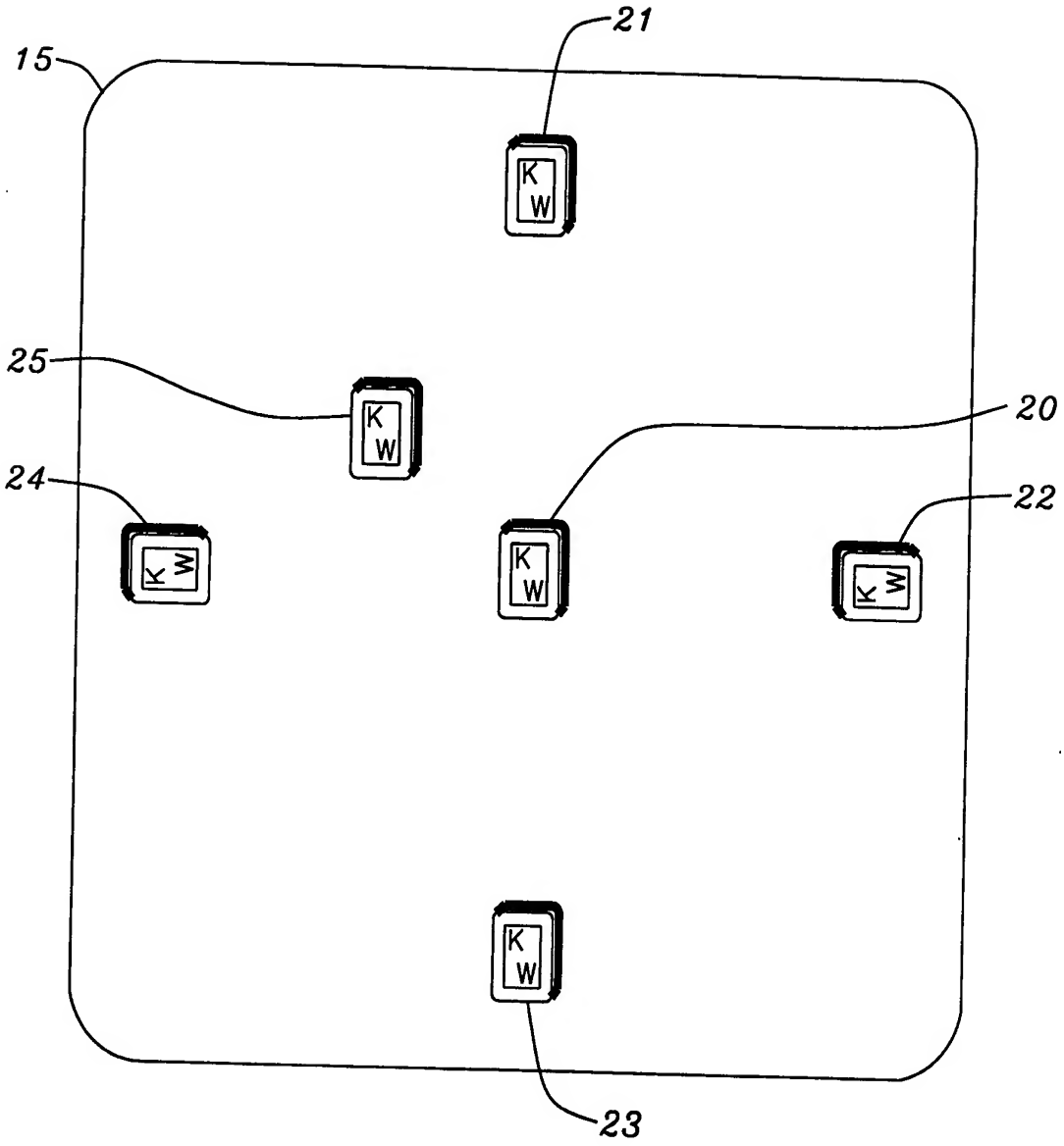

FIG. 2

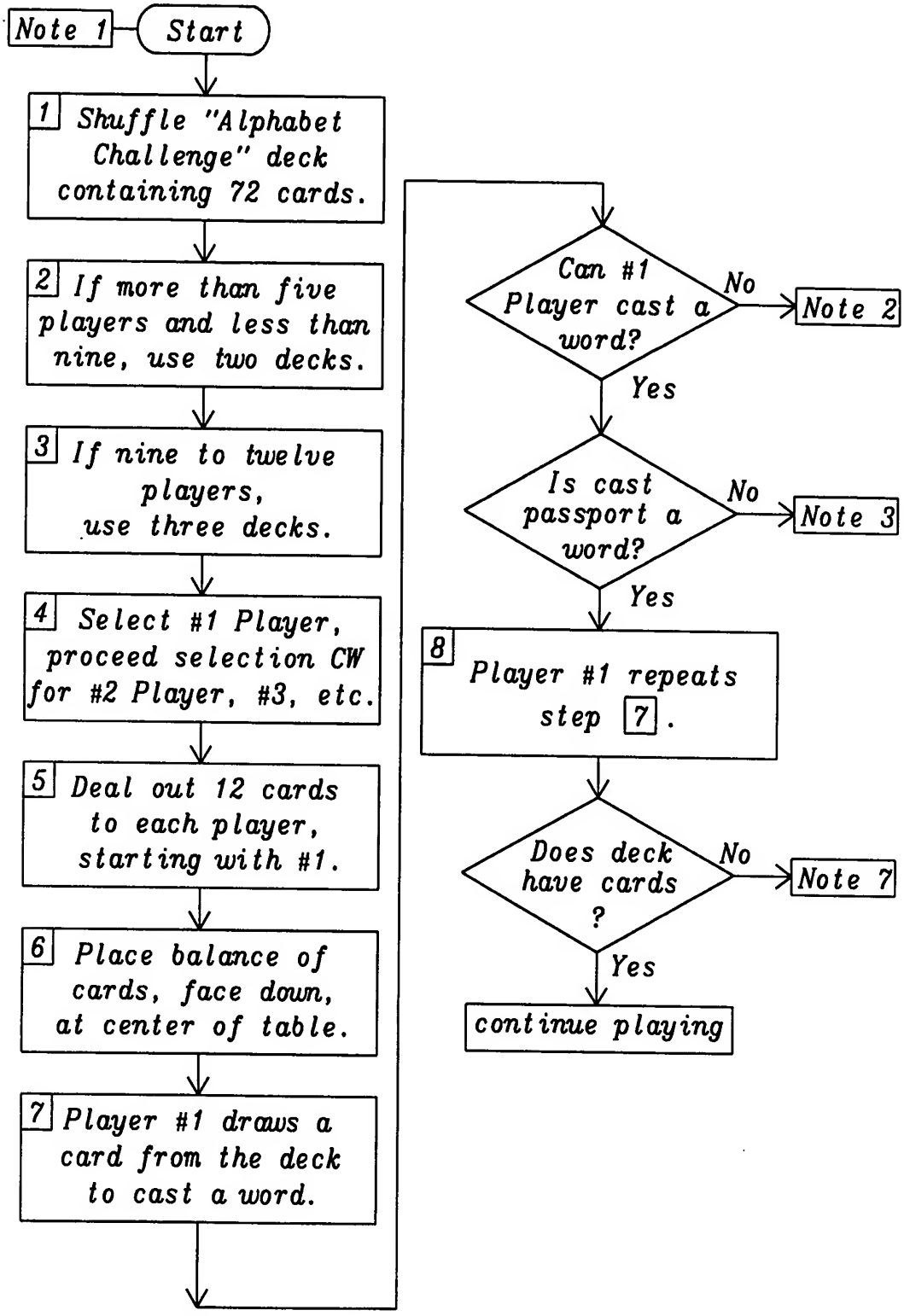
Note 1
Start
1 Shuffle "Alphabet Challenge" deck containing 72 cards.
2 If more than five players and less than nine, use two decks.
3 If nine to twelve players, use three decks.
4 Select #1 Player, proceed selection CW for #2 Player, #3, etc.
5 Deal out 12 cards to each player, starting with #1.
6 Place balance of cards, face down, at center of table.
7 Player #1 draws a card from the deck to cast a word.
Can #1 Player cast a word?
No
Note 2
Yes
Is cast passport a word?
No
Note 3
Yes
8 Player #1 repeats step 7.
Does deck have cards ?
No
Note 7
Yes
continue playing

FIG. 3a

FIG. 3b

NOTES

1-ESTABLISH GROUNDRULES:

- o Passport word size, ie, 4 letters, 5, etc.
- o Player defines cast word.
- o If not a word, impose penalty points.
- o Implement point system.
- o Miscellaneous rules. (See example in Note 10)

2-The first word cast is a "Passport" must come from the player's hand.

3-Player, must discard one card from hand, next player chooses to use discard or draws a card from the deck.

4-Two types of special cards are included in the deck and labeled respectively * and (.

* is a wild card used to represent any letter and used in any situation.

(is a boomerang card and used to replace any letter from a newly cast word.

5-Two boomerang cards can be usd to remove any letter from a newly cast word and replaced with a letter to form a new word. The removed letter is placed at the bottom of the deck.

6-Three boomerang cards can be used to counter a boomerang card and the hand must have at least three cards remaining excluding the boomerang card. After boomerang card is used, remove it from game.

7-Option 1: Winner is the player with the least penalty point total.

Option 2: Reshuffle all thrown cards to form new deck.

8-Point System

- o Winning player is awarded a merit point (a possitive point) on the blue circle.
- o All other players are awarded a penalty point (a negative point) on the red circle.

9-Standard level of game

- o The standard passport has four letters (four cards).
- o When a word is cast, the player must give meaning of the word.
- o When a card word is misspelled or player gave incorrect meaning, the player receives a penalty point.
- o Players decide how many games will be played, at the finish, the player with the highest point total is the winner.

10-Example of a miscellaneous rule:

- o When playing with more than one deck and a player receives more than three boomerang cards, collect all cards, reshuffle, and redeal to each player.

ALPHABET	MERIT POINT	PENALTY POINT	QTY
A	1	4	4
B	2	3	3
C	2	3	3
D	2	3	3
E	1	4	4
F	2	3	3
G	3	2	2
H	3	2	2
I	1	4	4
J	4	1	1
K	4	1	1
L	3	2	2
M	2	3	3
N	3	2	2
O	1	4	4
P	2	3	3
Q	4	1	1
R	3	2	2
S	1	4	4
T	2	3	3
U	1	4	4
V	4	1	1
W	3	2	2
X	4	1	1
Y	4	1	1
Z	4	1	1
*	0	5	4
(	0	5	4
TOTAL			72

FIG. 4